ITEM : 1108

If you need additional tips and tricks on how to raise certain stats and keep your StarCat/CompuKitty happy and healthy visit www.GigaPets.com/KittyTips

CONGRATULATIONS!

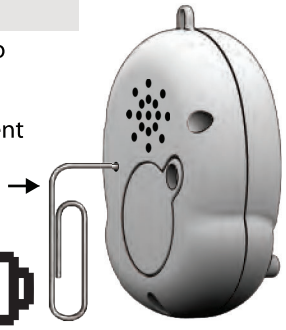
You are the proud new owner of a GigaPet, the all new virtual pet! The healthier and happier your pet is, the higher your score will be! These instructions will help you along your way.

2 LEVELS OF DIFFICULTY (STARCAT=EASY, COMPUKITTY=HARD)

At the beginning of the game you will be presented with an adoption screen on which you will see a white kitty, a black kitty, and a set of arrows. The white kitty is the classic **CompuKitty** and the black kitty is the magical **StarCat.** To select which kitty you would like to play with use the LEFT and RIGHT keys to select the arrow pointing to the kitty which you would like to play with and then press ENTER. **The CompuKitty** is a remake of the model released in 1997 and features all of the same nostalgic animations. This Kitty loves attention and is **challenging** making it a great option for more advanced players. **The StarCat** on the other hand features a whole new set of mystical animations and is **low maintenance** making it great for beginners or those who prefer a more independent pet.

ACTIVATING YOUR DEVICE

To activate your GigaPet, pull the plastic tab from the back of your device. If the screen doesn't turn on right away, try pressing the small button above the battery compartment using a small object like a paperclip or toothpick.



LOW BATTERY

If you see a low battery flash on your screen you should replace your battery ASAP if your wish to save your progress.

Battery Type: 3V CR2032 button cell

SETTING THE CLOCK (SUPER IMPORTANT)

1) When you first turn the game on, you will be in CLOCK MODE, ready to set the hour.
2) Set the current time. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
3) Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
4) The clock is now set. Now you can name your new pet.

NAMING YOUR GIGAPET

Now that your pet has a birthday, it's time to give it a name.

1) Press LEFT and RIGHT to search through the alphabet.
2) Press ENTER to select a letter and move to the next space in the pet's name. You may use up to 5 letters.
3) Press ENTER twice to accept the current name and return to GAME MODE.

THE GAME SCREEN

The game screen is your pet's "home." You will see the pet move around the screen and go about their daily routine, just like a real pet. Press the LEFT/RIGHT keys to light up the ICONS around the outside of the screen. These icons represent all the different activities that allow you to interact with your pet. If you go more than 15 minutes without interacting with your pet they will sit down to rest. When you would like to play with them again simply press any button and your pet will start to animate once again.

RESETTING THE GAME

If at any point you wish to start over from the beginning or play with a different cat, press the MODE button, then press RIGHT three times to open the reset screen. Press LEFT to select Y, then ENTER to reset your device.

MODE MENU FUNCTIONS

When your pet is on the home screen and you press the MODE button, you can review and edit the time, your pet's name, turn the sound on and off, and reset the game. Press RIGHT to scroll through the mode functions and press ENTER to edit them.

-To change the **TIME**, press RIGHT/LEFT to adjust the number and ENTER when you are happy with it.
-To change the **NAME**, press RIGHT/LEFT change the letters and ENTER to select them.
-To turn the **VOLUME** on or off, press ENTER. In the StarCat game a speaker with 3 lines indicates that the volume is on and one with no lines means that it is off. CompuKitty on the other hand gives you 3 options when you hit ENTER. The bell gives you the original 90's buzzer tones, the speaker gives you additional sound effects, and the circle with a slash will turn off all sound effects.
-To **RESET** the game, press RIGHT to move the arrow to the Y and ENTER to select it.

MEETING YOUR PET'S NEEDS

If you try to select an activity that your pet does not want to do, it may refuse. Try selecting a different activities until you figure out what your pet needs or check which stat is low under the heart icon. When your pet wants something, they will sometimes let you know through certain animations like thinking about food when they are hungry. If your pet refuses to do anything there is a good chance they need to sleep for the night.

It is important to note that between the hours of 9:00pm-7:00am your pet will only want to sleep. You can still play with your pet at night but it will drop their happiness score.

ALERT ?!

You cannot choose this icon. Instead, this icon will light up to let you know that your pet needs something.

SCORE ♥

Choose this icon to check on your pet's progress. Your overall score, which is an indication of how well you are doing, is displayed first. Your score should grow as your pet grows. Use the LEFT/RIGHT keys to display screens showing your pets AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, and DISCIPLINE. HEALTH, HAPPINESS, HUNGER, DISCIPLINE range from 0 (bad) to 100 (good) and help you determine what your pet needs. If any of those scores fall below 60 you should take care of your pet right away. The last statistic screen is the age and weight of your pet. Each day represents a year in Giga-Time.

=HUNGER

=HEALTH

YR =AGE

=HAPPINESS

=DISCIPLINE

LB =WEIGHT

FEED

When you select this activity, you will be given a choice of foods for your pet. The first food you see is the heathy food and if you press the RIGHT key you see the treat food. Once you have slected your food item press ENTER to feed. Your pet needs healthy food to grow and treats to stay happy.

SLEEP

Your pet needs about 3 naps (10:45am, 2:45pm, 6:45pm) and a full night's sleep between the hours of 9:30pm to 7:00am each day (you can still play with your pet during those hours but it will drop their happiness score). If your pet is looking sluggish or shows you some ZZZs over their head it probably wants to sleep. Select the SLEEP icon to turn out the lights for your pet when it wants to sleep, this will help keep your pet happy and healthy.

PLAY

To keep your pet healthy and happy, you should play with them often. When you select this activity, you will be given one option for CompuKitty and three for StarCat.

COMPUKITTY GAME

Catch the Butterfly: A butterfly will appear on the screen and it is your job to help your kitty catch it. Depending on which side of the screen the butterfly is on it's your job to press the LEFT or RIGHT key 3 times in a row to make your pet jump to the left or right. If you press the correct key at the correct time, you will win the game!

STARCAT GAMES

Journey to the Moon: StarCat needs your help to reach the moon! In order to do this you will need to catch stars which will fuel your cat's broomstick as they move across the screen. To collect the stars press LEFT to move up RIGHT to move down. If you collide with/catch enough stars before the time runs out your cat will successfully accomplish their lunar landing.

Potion Master: In this game you will be presented with 3 potions that StarCat needs your help to craft. Use the LEFT button to scroll through your ingredients on the left side, and the RIGHT button to scroll through ingredients on the right side. When you have selected your two ingredients press ENTER to brew the potion. If you guess the correct ingredients the potion will appear and you are incorrect the cauldron will explode.
TIP: All of the potion recipes are the same as in the GigaPets Pixie.

Karate Kat:
For this game the StarCat will put on their karate headband and get ready for some karate action! There are two parts to this game. PART ONE: ninja stars will quickly appear and move from the left or right side of the screen toward StarCat. When a star appears quickly press the LEFT or RIGHT button depending where the star is coming from. If a star hits StarCat you will lose however if you swat away 5 stars you will win. PART TWO: StarCat will need to test their might! A single piece of wood sits on in the center of the screen and on the far right side of the screen will be StarCat's power meter…you must quickly press LEFT and RIGHT to build up the power meter high enough to chop the wood. If done right the wood will break and its on to the next item to chop. If you can't beak an item you will lose the game.

MAGIC (STARCAT ONLY)

In this section you can experience StarCat's magical powers! At any time when your score is above 90 you can ask StarCat a YES or NO question about your future and they will answer your question by shaking their head to the left and right indicating a no or up and down indicating a yes. Additionally, once a day the StarCat will look up to the stars and give you a fortune reading. Each of the star patterns create a symbol which represents something that the StarCat sees in your future such as love, stability, trouble, luck, etc.

DOCTOR

Just like a real pet, your GigaPet will sometimes get sick. Select this activity to take your pet to the doctor but try not to take your pet to the doctor too often or it will drop their happiness score.

CLEANING

Sometimes your pet will leave droppings and you must clean them up. If there are droppings on the screen, select the BATH icon to clear them away. If there are no droppings on the screen, you can select this activity to give your pet a thorough, all-over cleaning. If you want your GigaPet to stay healthy, don't leave droppings lying on the screen, and don't let your pet walk around dirty.

TRAINING

Your pet can do all sorts of interesting things. Select the TRAINING icon and press either the LEFT/RIGHT key until the word TRICK appears them press ENTER. Now you will see the tricks your pet can perform. Press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER. Your pet will attempt to perform the trick, be sure to reward your pet if they perform the trick correctly to train them properly. To reward your pet, select the TRAINING icon and the word REWARD will appear on the screen. Press ENTER again to reward your pet. If your pet has been properly rewarded for the activity you select, it will obey your commands and boost the cat's disciple score!

DISCIPLINE

Select this activity to discipline your pet. Your pet does not like to be disciplined, but some discipline is necessary if you want your pet to behave properly. Don't select this activity too often, or your pet will become unhappy and unhealthy!

TIP: If you don't like this feature you can also raise your discipline score using the training function.

GAME OVER

The game is over when your pet dies. Your pet can die from bad health or old age. If your pet dies from bad health, you should restart the game and try again, taking care to pay close attention to your pet's needs. Your pet can also die from old age. Your pet is designed to live for about 2 weeks. However, if you take very good care of your pet, it may live longer. Keep your pet's health above 95 and it may live for months.

Please see the StarCat Fortune Meaning sheet that is included in the package or visit www.gigapets.com/StarCatFortunes to understand the meanings behind each of the daily star formation fortunes

Use the code Giga10 for a 10% off on your next purchase at www.gigapets.com!

IF YOUR PET IS ACTING BUGGY:

Chances are good that you have a low or malfunctioning battery. Try replacing the battery with a new name brand battery and then press the small button on the back of your device with a paperclip or toothpick. That should hopefully fix any issues you are experiencing.

If you continue to experience issues please contact us at hello@topsecrettoys.us and we will gladly assist you.

⚠WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

TO ENSURE PROPER FUNCTION:
- Do not mix old and new batteries - Battery installation should be done by adult - Non-rechargeable batteries are not to be recharged - Rechargeable batteries are only to be charged under adult supervision - Only batteries of the same or equivalent type as recommended are to be used - Batteries are to be inserted with the correct polarity - Exhausted batteries are to be removed from the toy - The supply terminals are not to be short-circuited.

This device complies with Part 15 of the FCC rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. NOTE: Change or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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